KEMCO SEIKA

NES-DF-USA

DESERT COMMANDER™

INSTRUCTION BOOKLET

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME:

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never dissassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. It could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alchohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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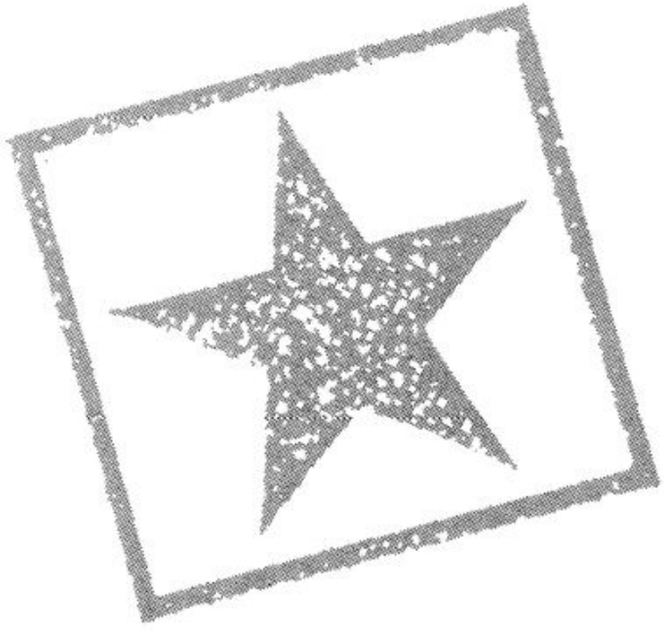


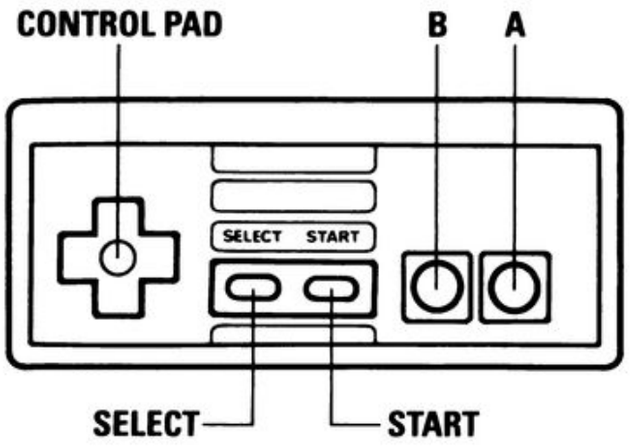
The world is at war and the Desert Command Force under your direction is on the front lines. As leader of this crack Force, you alone have the power to determine the course of history.

Sure, you've got powerful tanks and artillery and the well trained troops to

use them. But so does your opponent.

To be victorious, you must destroy all of your opponent's units or capture his headquarters. You must rely on your military training and instinct to plan a brilliant strategy. There is no room for mistakes.

The troops await your instructions...



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Controller 1:

Used for player vs. computer and for first player in player vs. player.

Controller 2:

Used for second player in player vs. player.

Control Pad:

Used to move the game cursor or menu cursor, and to aim an attack at an opponent's unit.

SELECT Button:

Used to get a status report on the remaining number of each type of unit.

START Button:

Used to start the game and to get an overall map during the game.

A Button:

Used to choose a unit or command.

B Button:

Used to locate the next available unit or to cancel a command.

HOW TO PLAY:

Starting the Game:

From the title screen, press START on Controller 1 to begin the game.

Choosing the Game Mode:

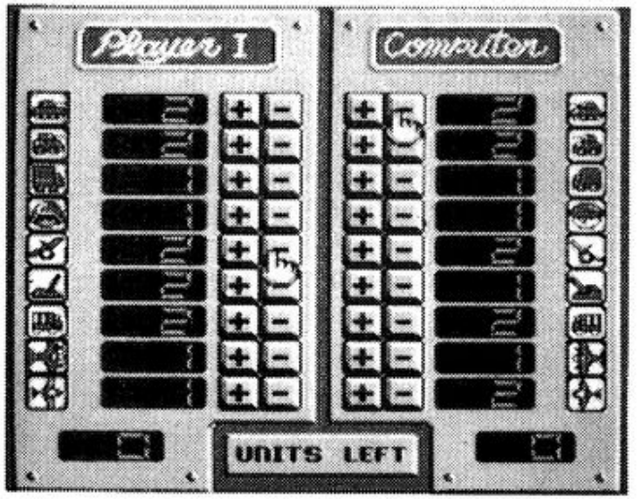
You may then choose to play against the computer (VS COM) or against another player (VS PLAYER). Use the control pad to move the highlighter to the desired mode and press START.

Choosing the Scenario:

There are five battle scenarios available:

FIRST BATTLE
WAY TO VICTORY
OFFENSE & DEFENSE
BLOODY BATTLE
NORTH AFRICAN FRONT

FIRST BATTLE is the easiest and is a good place to learn about the game and develop winning tactics. The remaining scenarios increase in difficulty as you move down the list. Use the control pad to move the highlighter to the desired scenario and press START.



Modifying Your Force:

You can simply press START to use the default assignment of units. However, you can also customize the game by changing the type of units at your command. This feature lets you create even more challenging variations on the scenarios provided. While you cannot increase the total number of units, you may choose to have fewer armored cars and more tanks for example.

Let's look at how to trade one armored car unit for a tank unit. To decrease the number of armored cars, move the pointing finger to the minus [-] button in the row corresponding to armored cars and press the A button. You will notice that the UNITS LEFT at the bottom of the screen will increase by 1. You may then move the pointing finger to the plus [+] button in the row for tanks and press the A button. You now have one more tank unit and one fewer armored car unit.

Controller 2 can be used to similarly change the type of units for the Computer or the second player.

Using the Map:

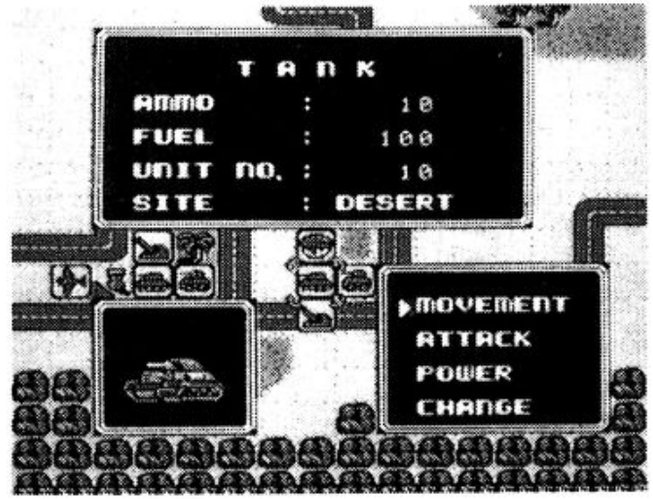
Press the START button to get an overall map of the battle. This lets you see the position of all units to better plan your strategy.

Battle Statistics:

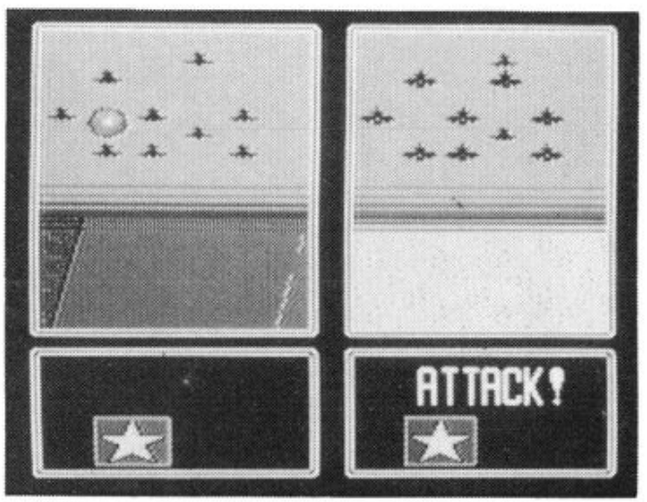
Press the SELECT button to get a summary of the number of each type of unit remaining in battle. From this screen, you may also choose different battle theme music for each player by using the control pad and pressing the A button.

Commanding the Units:

Each player takes turns issuing commands to each unit. You can issue one command per unit on each turn. To command a unit, position the cursor over the unit and press the A button. You may also press the SELECT button to automatically locate the next available unit.



The top status window shows the type of unit, amount of ammo available, amount of fuel remaining, the number remaining in the unit, and the type of terrain occupied by it. The command window in the lower right lets you issue commands for the selected unit. Use the control pad to move the triangle cursor to the command you wish to issue and press the A button. To cancel a command, press the B button.



Movement:

To move a unit, use the control pad to move the star cursor to the desired destination. Each type of unit has its own range and is affected by the type of terrain covered. If you encounter an enemy unit as you are moving, you will be given the opportunity to attack, but you will not be able to move any farther until the next turn.

Attack:

To attack, use the control pad to position the four dot cursor over the enemy unit you wish to attack and press the A button. The ensuing battle will then take place on your screen.

Power:

This gives a status report on the unit showing its mobility, maximum fuel and ammo, and the range of its weapons.

Change:

You can use this command to stop giving commands and change turns to your opponent.

As leader of the Desert Command Force, you have at your disposal a wide variety of units. Each unit varies in mobility and fire power. The more mobile a unit, the farther you can move it each turn. The fire power is determined by the amount of ammo it can carry and the range of its weapons. In addition, as a unit engages in battle, it gains important experience which increases its offensive capability.

Tank:

Tanks are quite mobile and effective for attacking all types of ground units.

Armored Car:

These extremely mobile units can be used to support tank units when attacking the enemy.

Troop Transport:

Can be used to increase the mobility of Infantry units.

Infantry:

Very limited mobility but are effective in capturing the enemy headquarters.

Field Cannon:

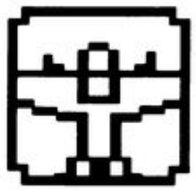
While not very mobile, field cannons are very effective for attacking enemy tanks. However, they must be protected by other units from enemy attack.

Anti-Aircraft Gun:

Limited mobility but very effective for attacking fighters and bombers. Can also be used to attack ground units.

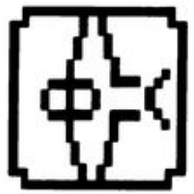
Supply Truck:

Supplies ammo and fuel to other units.



Bomber:

Very effective in attacking ground units but watch out for enemy fighters!



Fighter:

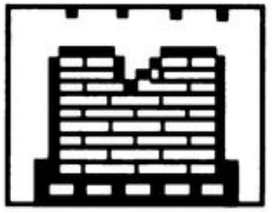
Best used to attack enemy bombers and fighters since they are not very effective in attacking ground units.

Headquarters:

While not very mobile, it is very strong defensively.

The following chart summarizes the capabilities of each type of unit:

UNIT	RANGE ON ROAD	RANGE ON DESERT	RANGE IN WILDS	MAX FUEL	MAX AMMO
Tank	16	10	8	100	10
Armored Car	20	13	10	100	10
Troop Transport	16	8	5	100	6
Infantry	12	8	6	100	6
Field Cannon	12	6	4	100	15
Anti-Aircraft Gun	14	7	4	100	15
Supply Truck	16	10	8	100	6
Bomber	20	20	20	100	4
Fighter	20	20	20	100	6
Headquarters	12	8	6	100	16



The Importance of Terrain:

Terrain is important for a number of reasons:

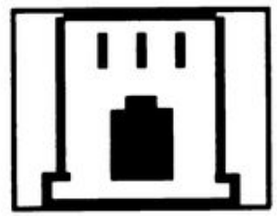
- It determines how far you can move your units on each turn. You can move a ground unit farther on a road than in the desert or in the wilds.
- It helps determine the defensive capability of a unit. Ground units are more vulnerable in the open desert than in an oasis or behind a wall.

Using the Troop Transport:

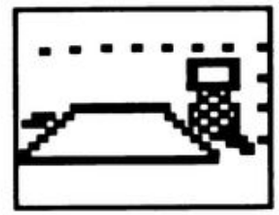
The troop transport truck can greatly increase the mobility of your infantry. To use the truck, move your infantry to a square next to the troop transport. You will then be asked if you would like to load the troops onto the truck. Once loaded onto the truck, the infantry now has the increased mobility of the troop transport. After moving the troop transport, you will be given the opportunity to unload the troops.

Replenishing Fuel and Ammo:

Ground units can be replenished by moving to a town.



Bombers and fighters can be replenished by landing at an airstrip.



The supply truck can be used to furnish other units with fuel and ammo by placing it next to other units. One supply truck unit can replenish more than one unit at a time.

Winning the Game:

The game is won by either destroying all your enemy's units or capturing the enemy headquarters. Your success is evaluated based on the number of turns required to achieve victory.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the relieving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:
How to Identify and Resolve Radio–TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period. SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 213-373-8127. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the SEIKA Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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